

IN THE CLAIMS

Please amend the claims as follows:

1. (Withdrawn) A system for playing an interactive sports simulation game comprising:
a broadcast network that transmits said interactive sports simulation game to a plurality of viewers that receive and display said interactive sports simulation game;
a server operative to generate said interactive sports simulation game, said server adapted to permit at least one of said viewers to interact with said interactive sports simulation game by being interactively coupled to said server such that said server can receive transmissions from and send transmissions to said viewer to play said interactive sports simulation game.
2. (Withdrawn) The system of claim 1 wherein said game is delayed from being broadcast at the time said game is being played.
3. (Withdrawn) The system of claim 1 wherein said interactive sports simulation game is an interactive football sports simulation.
4. (Withdrawn) The system of claim 1 wherein said game is a championship game of a tournament.
5. (Withdrawn) A system for playing an interactive sports simulation game comprising:
at least one set top box connected to an input device and operative to process signals from said input device and generate a real time signal of said input device and operative to send and receive interactive messages;
a server coupled to said set top box and operative to send and receive said messages, said server operative to generate a broadcast signal containing at least a portion of said interactive sports simulation game, transmit said game to a plurality of viewer's televisions capable of receiving said computer generated game and displaying said computer game to said viewers;

wherein said server operates to initiate a game and permit said viewers desiring to interact with said game to play said sports simulation game.

6. (Withdrawn) The system of claim 5 wherein said game is delayed from being broadcast at the time said game is being played.

7. (Withdrawn) The system of claim 5 wherein said game is a football sports simulation.

8. (Withdrawn) The system of claim 5 wherein said game is a championship game of a tournament.

9-16. (Canceled)

17. (Currently Amended) A method of implementing an interactive game between at least two players and viewed by a least one non-participating viewer in an interactive television broadcast system comprising:

launching said interactive game on a video game server connected to said television broadcast system that controls play of said interactive game;

embedding first markup language code in a video broadcast stream, said first markup language code generated by said video game server and broadcast to a first set top box at a specific address in said video broadcast system, said first markup language code comprising a user interface for a first player of said at least two players;

embedding second markup language code in said video broadcast stream, said second markup language code generated by said video game server and broadcast to a second set top box at another specific address in said video broadcast system, said second markup language code comprising a user interface for a second player of said at least two players;

~~selecting at least one of the first and second players for said interactive game based on at least one parameter provided by the first or second players;~~

~~transmitting a game control signal, that is generated in response to an input from said first player playing said interactive game, and message data from said first set top box to said video game server;~~

receiving at said video game server said a game control signal that is generated in response to an input from said first player playing said interactive game, and message data from said first set top box; and said message data at said video game server;

generating video images in said video game server in response to said signal;

inserting said video images into said video broadcast stream;

transferring said message data from said video game server to said second set top box;

and

broadcasting said video broadcast stream to a plurality of set top boxes including set top boxes of said at least two players and said at least one nonparticipating viewer with a video broadcast apparatus configured to transmit different ones of the video images for the players and for the non-participant viewers.

18. (Previously Presented) The method of claim 17 further comprising:

displaying player controls in a first portion of a screen viewed by said first player and said video images in a second portion of said screen using said first markup language code.

19. (Previously Presented) The method of claim 17 wherein said step of embedding first markup language code further comprises:

embedding HyperText Markup Language (HTML) code in said video broadcast stream.

20. (Previously Presented) The method of claim 17 wherein said step of broadcasting further comprises:

combining said video images with second video images and broadcasting combined images to said plurality of set top boxes including said at least one set top box associated with a non-participating viewer.

21. (Previously Presented) The method of claim 17 further comprising:
transmitting said game control signal to said second player.
22. (Previously Presented) The method of claim 20 further comprising:
altering the display produced by said second set top box in response to said game control signal.
23. (Previously Presented) The method of claim 17 wherein said step of generating video images further comprises:
generating video images that are an overview of said interactive video game.
24. (Previously Presented) The method of claim 17 wherein said interactive game is a sports game.
25. (Previously Presented) The method of claim 17 wherein said interactive game is a casino game.
26. (Previously Presented) The method of claim 17 wherein said interactive game is a game show game.
27. (Currently Amended) An interactive game system comprising:
a server that executes an interactive game and that controls play of said interactive game and[[,]] produces video images of said interactive game;
~~a television~~ said server providing said video images for a video broadcast system
connected to said server, that broadcasts a video broadcast stream containing said video images to a plurality of set top boxes including
set top boxes of at least two players of said interactive game and at least one non-player of said game, and that broadcasts at least embedded first markup language code and second markup language code, if any, embedded in said video broadcast stream,~~if~~

any, said first markup language code and said second markup language code addressed individually to said set top boxes of at least two players wherein

said first markup language code provides a first user interface for a first player and

said second markup language code provides a second user interface for a second player;

~~a first set top box connected to said television broadcast system that receives said video broadcast stream and that acquires first markup language code addressed to said first set top box wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first player;~~

~~a second set top box connected to said television broadcast system that receives said video stream and that acquires second markup language code addressed to said second set top box wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second player; and~~

~~a third set top box connected to said broadcast system that receives said video stream and that outputs said video images to a display device of at least one viewer that does not participate in said game;~~

wherein said server is further configured

to receive a data message from said first set top box and transfer said data message to said second set top box~~[[;]]~~ and

to transmit different ones of the video images for the players and for the at least one viewer that does not participate in said game

~~wherein at least one of the first and second players for the interactive game is selected based on at least one parameter provided by the first or second players.~~

28. (Previously Presented) The interactive game system of claim 27 wherein said first markup language code is HyperText Markup Language (HTML) code.

29. (Previously Presented) The interactive .game system of claim 27 further comprising:
second video images that are combined with said video images and said embedded data,
if any, to create said video stream.
30. (Previously Presented) The interactive game system of claim 27 further comprising:
a network that communicates an input received from said first player at said first set top
box to said server.
31. (Previously Presented) The interactive game system of claim 30 wherein said network
comprises a back-channel in said broadcast system.
32. (Previously Presented) The interactive game system of claim 30 wherein said network
comprises a connection to the Internet.
33. (Previously Presented) The interactive game system of claim 27 wherein said first
markup language code further comprises:
code that displays a user interface in a first portion of a display screen and that displays
said video images in a second portion of said display screen.
34. (Previously Presented) The interactive game system of claim 27 wherein said first
markup language code further comprises:
code that produces a first graphical image of said game in said first set top box.
35. (Previously Presented) The interactive game system of claim 34 wherein said second
markup language code further comprises:
code that produces a second graphical image that differs from said first graphical image
of said game in said second set top box.
36. (Previously Presented) The interactive game system of claim 27 wherein said interactive
game is a sports game.

37. (Previously Presented) The interactive game system of claim 27 wherein said interactive game is a casino game.

38. (Previously Presented) The interactive game system of claim 27 wherein said interactive game is a game show game.

39. (Currently Amended) An interactive game system for playing an interactive game between at least two players of said interactive game on a broadcast television network and broadcasting said interactive game to at least one additional viewer of said interactive game that is not a participant in said game, said system comprising:

first means for running said interactive game and producing video images of said game;

second means for producing a video signal from said video images and embedding markup language code addressed to specific receiving means in said signal, said markup language code including code, if any, that is necessary for said players to play said game;

broadcast television network means for broadcasting said video signal;

first receiving means for receiving said video signal from said broadcast television network means and acquiring first markup language code addressed to said first receiving means embedded in said video signal, said first markup language code comprising a user interface for a first player of said at least two players;

second receiving means for receiving said video signal from said broadcast television network means and acquiring second program code addressed to said second receiving means embedded in said video signal, said second markup language code comprising a user interface for a second player of said at least two players;

means for receiving a data message from said first receiving means and transferring said data message to said second receiving means;

~~means for selecting at least one of the first and second players for said interactive game based on at least one parameter provided by the first or second players; and~~

third receiving means for receiving said video signal from said broadcast television network means and presenting said video images to said at least one additional viewer that is not

a participant in said game, the video images presented to said at least one additional viewer being different from the video images presented to said players.

40. (Previously Presented) The interactive game system of claim 39 further comprising:
network means that transfer a signal generated in response to an input from said first player from said first receiving means to said first means.

41. (Previously Presented) The interactive game system of claim 39 wherein said interactive game is a sports game.

42. (Previously Presented) The interactive game system of claim 39 wherein said interactive game is a casino game.

43. (Previously Presented) The interactive game system of claim 39 wherein said interactive game is a game show game.

44. (Currently Amended) An interactive game system comprising:
a server that executes an interactive game and that controls play of said interactive game and produces video images of said game;
said server coupled to a television broadcast system ~~connected to said server~~ that broadcasts a video broadcast stream containing said video images to a plurality of set top boxes including set top boxes of at least two players of said interactive game and at least one non-player of said game, and that broadcasts embedded markup language code, if any, addressed individually to ~~said set top boxes of at least two players~~;

a first set top box connected to said television broadcast system that receives said video broadcast stream and that acquires first markup language code addressed to said first set top box wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first player, and
[[;]]

a second set top box connected to said television broadcast system that receives said video stream and that acquires second markup language code addressed to said second set top box wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second player[[:]], and

a third set top box connected to said broadcast system that receives said video stream and that outputs said video images to a display device of at least one viewer that does not participate in said game,

wherein said server is further configured to

receive a data message from said first set top box and transfer said data message to said second set top box; and

~~wherein select at least one of the first and second players, for the interactive game is selected based on at least one parameter provided by the first or second players, and~~

transmit different ones of the video images for the players and for the at least one viewer that does not participate in said game; and

wherein the registration of at least one of the first and second players is solicited through a television advertisement.

45. (Cancelled)

46. (Cancelled)

47. (Cancelled)

48. (Cancelled)

49. (Cancelled)

50. (Cancelled)

51. (Previously Presented) The method of claim 17 further comprising:
assigning the first player or second player to a team.
52. (Previously Presented) The interactive game system of claim 27 wherein the first player or second player is assigned to a team.
53. (Previously Presented) The interactive game system of claim 39 wherein the first player or second player is assigned to a team.
54. (Previously Presented) The interactive game system of claim 44 wherein the first player or second player is assigned to a team.